

Queensland



Subordinate Legislation 1996 No. 373

Lotteries Act 1994

LOTTERIES AMENDMENT RULE (No. 2) 1996

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Short title

1. This rule may be cited as the *Lotteries Amendment Rule (No. 2) 1996*.

Rule amended

2. This rule amends the *Lotteries Rule 1996*.

Amendment of s 3 (Definitions)

- 3.(1) Section 3, definitions “**oz lotto**” and “**pools**”—
omit.

- (2) Section 3—
insert—

‘ “**agent’s payment limit**” means the amount the corporation and the agent have agreed is the maximum amount the agent may pay.

“**golden casket**” see schedule 8.

“**instant scratch-its**” see schedule 7.

“**oz lotto**” see schedule 6.

“**pools**” see schedule 5.’.

Amendment of s 25 (Claim and payment for prizes other than division 1 prizes)

4. Section 25(6)(b)—
omit, insert—

‘(b) the amount of the prize is more than the agent’s payment limit.’.

Amendment of s 32 (Gaming terminal cannot read subscription receipt)

5. Section 32(5)(b)—
omit, insert—

‘(b) the amount of the prize is not more than the agent’s payment limit; and’.

Insertion of new ss 39 and 40

6. After section 38—

insert—

‘Application of provisions of rule to instant scratch-its

‘39.(1) The provisions of this rule apply to instant scratch-its only to the extent that they can be sensibly applied having regard to the provisions of schedule 7.

‘(2) In particular—

- (a) part 2 does not apply, as a registered player cannot use a player registration card to enter instant scratch-its; and
- (b) parts 3 and 4 do not apply, as a person who wishes to enter instant scratch-its merely asks for an entry and does not complete a coupon; and
- (c) part 6, other than sections 27 and 31, does not apply; and
- (d) there are no prize divisions or prize pools for divisions in instant scratch-its; and
- (e) section 38 does not apply.

‘Application of provisions of rule to golden casket

‘40.(1) The provisions of this rule apply to golden casket only to the extent that they can be sensibly applied having regard to the provisions of schedule 8.

‘(2) In particular, a reference in this rule to a division in a lottery is taken to be a reference to an equivalent prize level for golden casket.

Examples—

1. A reference to a division 1 prize is taken to be a reference to a prize in the highest category of prizes in a drawing of golden casket.
2. A reference to a division 3 prize is taken to be a reference to a prize in the third highest category of prizes in a drawing of golden casket.’.

Amendment of sch 1 (Powerball)

7.(1) Schedule 1, section 4(c), ‘for any type of entry’—

omit.

(2) Schedule 1, section 6(2), example—

omit, insert—

‘Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.’.

(3) Schedule 1, section 6(3)—

omit.

(4) Schedule 1, section 8—

insert—

‘**(5)** The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.’.

(5) Schedule 1—

insert—

‘Guaranteed minimum prize payout for division 1

‘20.(1) This section applies if—

- (a) a minimum prize payout in division 1 in a drawing has been guaranteed; and
- (b) there is not enough money in the division 1 share of the prize pool and the bonus prize reserve for the payout.

‘(2) The corporation must make available the shortfall for the payout from the corporation’s own funds.

‘(3) However, if there is no winner in division 1, the amount made available from the bonus prize reserve or by the corporation under subsection (2) must not be used to decide the amount of a jackpot prize pool for a subsequent drawing.

‘(4) The corporation may reimburse itself from the bonus prize reserve for money made available by it under subsection (2).’.

Amendment of sch 3 (Wednesday gold lotto)

8.(1) Schedule 3, section 4(c), ‘for any type of entry’—

omit.

(2) Schedule 3, section 6(2), example—

omit, insert—

‘Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.’.

(3) Schedule 3, section 6(3)—

omit.

(4) Schedule 3, section 8—

insert—

‘(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.’.

Amendment of sch 4 (Saturday gold lotto)

9.(1) Schedule 4, section 4(c), ‘for any type of entry’—

omit.

(2) Schedule 4, section 6(2), example—

omit, insert—

‘Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.’.

(3) Schedule 4, section 6(3)—

omit.

(4) Schedule 4, section 8—

insert—

‘(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.’.

Insertion of new schs 5–8

10. After schedule 4—

insert—

‘SCHEDULE 5**‘POOLS**

section 2(2)

‘PART 1—PRELIMINARY**‘Conduct of, and prizes in, pools**

‘1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as pools.

‘Definitions

‘2. In this schedule—

“away win” means the result for a match in which the team whose name is printed in the right hand column on the match list scores, or is taken to score, more goals than the team whose name is printed opposite in the left hand column.

“drawing” of pools means the publication of the 6 winning numbers and the supplementary number.

“home win” means the result for a match in which the team whose name is printed in the left hand column on the match list scores, or is taken to score, more goals than the team whose name is printed opposite in the right hand column.

“match” means a soccer match.

“match list”, for a drawing of pools, means the list of at least 38 sequentially numbered matches, used for the drawing by the

corporation and the foreign agencies who have agreed to conduct the drawing.

“match number” means the number of the match on the match list.

“net prize pool”, for a drawing of pools, means 50% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“standard entry” means the type of entry explained in section 7.

“system entry” means the type of entry explained in section 8.

“total number of goals” means the total number of goals scored by both teams.

“void match” is a match declared void, for the purposes of the match list, by the corporation and the foreign agencies conducting the drawing.

“with-the-field entry” means the type of entry explained in section 9.

‘Agency payment period

‘3. The agency payment period for pools is the first 13 weeks after a drawing.

‘PART 2—ENTERING A DRAWING OF POOLS

‘How to enter a drawing of pools

‘4. A person may enter a drawing of pools by—

- (a) using a completed coupon; or
- (b) asking for any type of entry by quickpick; or
- (c) asking for the person’s registered numbers to be used.

‘Types of entries

‘5. A person may choose one of the following types of entries—

- (a) a standard entry;
- (b) a system entry;
- (c) a multiweek entry;
- (d) a with-the-field entry;
- (e) a combination of paragraphs (a) and (c), (b) and (c), or (c) and (d).

‘Completing a coupon

‘6.(1) A coupon is completed by marking—

- (a) a selection of numbers; and
- (b) if the entry is a system, multiweek or with-the-field entry—the type of entry.

‘(2) A coupon may be used for more than 1 type of entry.

Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.

‘(3) Each selected square in a panel should be legibly and clearly marked with an ‘X’ within the boundaries of the square.

‘(4) A mark made on a coupon to enter a drawing—

- (a) must be made in dark blue or black non-erasable ink; and
- (b) must not be made by mechanical or electronic means without the approval of the corporation; and
- (c) must not be made for a purpose other than to complete the coupon.

‘(5) An agent may refuse to accept—

- (a) an entry that has not been made on a coupon; or
- (b) a coupon that has not been properly completed.

‘(6) If a coupon has not been properly completed, the agent may ask the person submitting it—

- (a) to properly complete the coupon; or

- (b) to identify the number or numbers to be added to or removed from the selection; or
- (c) to complete a new coupon.

‘Standard entry

‘7.(1) A person completes a standard entry in a drawing of pools by selecting 6 numbers from one of the panels.

‘(2) However, a coupon may only be completed in multiples of 2 standard entries.

‘System entry

‘8.(1) A person completes a system entry in a drawing of pools by—

- (a) selecting between 7 and 20 numbers (the **“system numbers”**) from at least one of the panels; and
- (b) marking the system square with an ‘X’.

‘(2) The computer system forms all possible combinations of 6 numbers from the system numbers selected without the person specifying the individual combinations.

‘(3) The equivalent number of standard entries of 6 numbers formed by a system entry is specified in appendix 5.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

‘(4) The number of times that a particular type of system entry wins a division if the winning and supplementary numbers are selected is specified in appendix 5.2.

‘(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.

‘With-the-field entry

‘9.(1) A person completes a with-the-field entry in a drawing of pools by—

- (a) selecting 4 or 5 numbers from at least one of the panels; and
- (b) marking the with-the-field '4' or '5' square with an 'X'.

‘(2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.

‘(3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is specified in appendix 5.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 33 standard entries.

‘(4) The number of times that a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is specified in appendix 5.2.

‘Multiweek entry

‘10.(1) A person completes a multiweek entry in a drawing of pools by—

- (a) selecting numbers as for a standard, system or with-the-field entry; and
- (b) marking the multiweek '5' or '10' square with an 'X'.

‘(2) A multiweek entry cannot be used for a system entry with more than 15 numbers.

‘Advance sale

‘11.(1) To enter a drawing of pools by an advance sale, a person must nominate the number of the drawing for which the entry is required and—

- (a) complete a coupon; or
- (b) ask for an entry by quickpick; or
- (c) ask for the person's registered numbers to be used for the entry.

‘(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

‘(3) An advance sale cannot be used for a multiweek entry.

‘Quickpick

‘12.(1) To enter a drawing of pools by a quickpick, a person—

- (a) must ask for a quickpick; and
- (b) must specify whether the entry required is the equivalent of a standard, system or multiweek entry; and
- (c) need not complete a coupon.

‘(2) Subsections (3) to (5) set out the types of quickpick.

‘(3) A standard quickpick contains 12 entries.

‘(4) A super quickpick contains 18 entries.

‘(5) A system quickpick is a system entry by quickpick.

‘(6) The minimum number of entries for which a coupon may be completed for a system 7 entry by quickpick is 2.

‘Cancellation of a drawing of pools

‘13.(1) If a drawing of pools is cancelled, all entries in the drawing are taken to be entries in the next drawing of pools.

‘(2) A drawing of pools is cancelled if—

- (a) the match list is for Australian matches; and
- (b) a result is decided for fewer than 38 matches on the match list.

‘PART 3—DRAWING POOLS**‘Deciding the numbers**

‘14.(1) Six winning numbers and a supplementary number are decided by ranking the matches numbered between 1 and 38 on the match list in order of their results from the highest ranked match to the lowest ranked match.

‘(2) The match numbers for the 6 highest ranked matches are the

6 winning numbers.

‘(3) The match number for the 7th highest ranked match is the supplementary number.

‘(4) This section is subject to section 15.

‘Void match

‘15.(1) If a match that is numbered between 1 and 38 on the match list is a void match, the result of the next numbered match on the match list, after number 38 (that is not a void match), is taken to be the result of the void match.

Example—

If match number 33 is a void match, the result of match number 39 is taken to be the result for match number 33. However, if match number 39 is also a void match, the result of match number 40 is taken to be the result for match number 33.

‘(2) However, if the match list relates to the English soccer season, the result, for the purposes of ranking the match, is taken to be—

- (a) for a score draw—a goal score of 1–1; and
- (b) for an away win—a goal score of 0–2; and
- (c) for a home win—a goal score of 2–0.

‘Ranking of matches

‘16.(1) Results of matches are ranked into categories in the following descending order—

- (a) score draws;
- (b) nil score draws;
- (c) away wins;
- (d) home wins.

‘(2) A score draw with a greater total number of goals ranks higher than a score draw with a smaller total number of goals.

‘(3) All nil score draws (score draws in which no goals are scored) are ranked equally.

‘(4) For away wins—

- (a) an away win with the smallest goal difference ranks highest; and
- (b) if 2 or more away wins have the same goal difference—an away win with a greater total number of goals ranks higher than an away win with a smaller total number of goals.

‘(5) For home wins—

- (a) a home win with the smallest goal difference ranks highest; and
- (b) if 2 or more home wins have the same goal difference—a home win with a greater total number of goals ranks higher than a home win with a smaller total number of goals.

‘(6) If 2 or more matches are ranked equally under subsection (2), (3), (4) or (5), the match with the highest match number is ranked highest.

Example—

If match number 12 and match number 16 each have a score of 2–2, they would rank equally under subsection (2). However, under subsection 6, match number 16 is ranked higher than match number 12.

‘Winning selections for each prize division

‘17.(1) There are 5 prize divisions in each drawing of pools.

‘(2) The prize winners in a division are the subscribers whose selections of numbers match the winning selection for the division.

‘(3) The following are the winning selections for each division—

- (a) division 1—all 6 winning numbers;
- (b) division 2—any 5 winning numbers and the supplementary number;
- (c) division 3—any 5 winning numbers;
- (d) division 4—any 4 winning numbers;
- (e) division 5—any 3 winning numbers and the supplementary number.

‘(4) Division 1 is the highest division and division 5 is the lowest division.

‘Only 1 prize for each entry

‘18. A standard entry in a drawing of pools cannot win a prize in more than 1 division.

Example—

If a person has the 6 winning numbers for division 1, the person has not won division 3 merely because 5 winning numbers needed for a division 3 prize are included in the 6 winning numbers for division 1.

‘PART 4—DISTRIBUTION OF PRIZE POOLS**‘Bonus prize reserve**

‘19. Not more than 2% of the total subscriptions for a drawing of pools may be put aside to accumulate as part of a bonus prize reserve.

‘Distribution of net prize pool

‘20.(1) The net prize pool for a drawing of pools must be distributed as follows—

- division 1—65%
- division 2—2%
- division 3—6%
- division 4—15%
- division 5—12%.

‘(2) The prize pool for a division for a drawing must be divided in equal shares amongst the winners in the division.

‘(3) However, if the amount payable to a winner in a division (“**division A**”) is less than the amount payable to a winner in a lower division, the amount of the prize pool available for distribution to winners of division A and all lower divisions is to be combined and divided in equal shares amongst the winners of division A and all lower divisions.

‘(4) If the amount payable to a winner under subsections (1) to (3) is less

than \$1.00, the corporation must make available the shortfall from the bonus prize reserve for a payout of at least \$1.00 to each winner.

‘(5) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5 cents.

‘(6) Amounts deducted from, or added to, prizes in rounding under subsection (5) must be added to, or deducted from, the division 1 prize pool.

‘Jackpot of division 1 prize pool

‘21.(1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.

‘(2) There is no limit to the number of times the division 1 prize pool may jackpot under subsection (1).

‘Divisions 2–4 prize pool to be added to pool for next lower division

‘22.(1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.

‘(2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

‘PART 5—TRANSITIONAL

**‘Transitional provision for ending pools under Pools (On-Line)
Rule 1990**

‘23. An entry purchased under the *Pools (On-Line) Rule 1990* before the commencement for a drawing of pools happening after the commencement

is taken to be an entry purchased under this rule for a drawing of pools under this rule for the drawing date for which the entry was purchased.

‘APPENDIX 5.1**‘EQUIVALENT NUMBER OF ENTRIES**

sections 8(3) and 9(3)

THE POOLS**EQUIVALENT NUMBER OF ENTRIES**

Entry Type	Quickpick	Equivalent Entries
2 Panel	NO	2
4 Panel	NO	4
6 Panel	NO	6
8 Panel	NO	8
10 Panel	NO	10
12 Panel	YES	12
18 Panel	YES*	18
4 With The Field	YES	561
5 With The Field	YES	33
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		

‘SCHEDULE 6**‘OZ LOTTO**

section 2(2)

‘PART 1—PRELIMINARY**‘Conduct of, and prizes in, oz lotto**

‘1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as oz lotto.

‘Definitions

‘2. In this schedule—

“drawing equipment” means an electronically operated machine, containing 45 balls numbered from 1 to 45, designed and used—

- (a) to select, at random and one at a time, the winning numbers in a drawing of oz lotto; and
- (b) to display the winning numbers in a horizontal display section forming part of the equipment.

“net prize pool”, for a drawing of oz lotto, means 60% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“standard entry” means the type of entry explained in section 7.

“system entry” means the type of entry explained in section 8.

“with-the-field entry” means the type of entry explained in section 9.

‘Agency payment period

‘3. The agency payment period for oz lotto is the first 13 weeks after a drawing.

‘PART 2—ENTERING A DRAWING OF OZ LOTTO

‘How to enter a drawing of oz lotto

‘4. A person may enter a drawing of oz lotto by—

- (a) using a completed coupon; or
- (b) asking for any type of entry by quickpick; or
- (c) asking for the person’s registered numbers to be used.

‘Types of entries

‘5. A person may choose one of the following types of entries—

- (a) a standard entry;
- (b) a system entry;
- (c) a multiweek entry;
- (d) a with-the-field entry;
- (e) a combination of paragraphs (a) and (c), (b) and (c), or (c) and (d).

‘Completing a coupon

‘6.(1) A coupon is completed by marking—

- (a) a selection of numbers; and
- (b) if the entry is a system, multiweek or with-the-field entry—the type of entry.

‘(2) A coupon may be used for more than 1 type of entry.

Example—

A person may mark some panels on a coupon for standard entries and mark other panels on the coupon for system entries.

‘(3) Each selected square in a panel should be legibly and clearly marked with an ‘X’ within the boundaries of the square.

‘(4) A mark made on a coupon to enter a drawing—

- (a) must be made in dark blue or black non-erasable ink; and
- (b) must not be made by mechanical or electronic means without the approval of the corporation; and
- (c) must not be made for a purpose other than to complete the coupon.

‘(5) An agent may refuse to accept—

- (a) an entry that has not been made on a coupon; or
- (b) a coupon that has not been properly completed.

‘(6) If a coupon has not been properly completed, the agent may ask the person submitting it—

- (a) to properly complete the coupon; or
- (b) to identify the number or numbers to be added to or removed from the selection; or
- (c) to complete a new coupon.

‘Standard entry

‘7. A person completes a standard entry in a drawing of oz lotto by selecting 6 numbers from one of the panels.

‘System entry

‘8.(1) A person completes a system entry in a drawing of oz lotto by—

- (a) selecting between 7 and 20 numbers (the “**system numbers**”) from at least one of the panels; and
- (b) marking the system square with an ‘X’.

‘(2) The computer system forms all possible combinations of 6 numbers from the system numbers selected without the person specifying the individual combinations.

‘(3) The equivalent number of standard entries of 6 numbers formed by a system entry is specified in appendix 6.1.

Example—

If a person selects 8 numbers in a panel for an entry and the system square, the person has the equivalent of 28 standard entries.

‘(4) The number of times that a particular type of system entry wins a division if the winning and supplementary numbers are selected is specified in appendix 6.2.

‘(5) The maximum number of system entries with more than 13 numbers for which a coupon may be completed is 4.

‘With-the-field entry

‘9.(1) A person completes a with-the-field entry in a drawing of oz lotto by—

- (a) selecting 4 or 5 numbers from at least one of the panels; and
- (b) marking the with-the-field ‘4’ or ‘5’ square with an ‘X’.

‘(2) The 4 or 5 numbers selected combine with the remaining numbers in the panel to form combinations of 6 numbers.

‘(3) The equivalent number of standard entries of 6 numbers formed by a with-the-field entry is specified in appendix 6.1.

Example—

If a person selects 5 numbers in a panel for an entry and marks the 5 with-the-field square, the person has the equivalent of 40 standard entries.

‘(4) The number of times that a particular type of with-the-field entry wins a division if the winning and supplementary numbers are selected is specified in appendix 6.2.

‘Multiweek entry

‘10.(1) A person completes a multiweek entry in a drawing of oz lotto by—

- (a) selecting numbers as for a standard, system or with-the-field entry; and
- (b) marking the multiweek ‘5’ or ‘10’ square with an ‘X’.

‘(2) A multiweek entry cannot be used for a system entry with more than 15 numbers.

‘Advance sale

‘11.(1) To enter a drawing of oz lotto by an advance sale, a person must nominate the number of the drawing for which the entry is required and—

- (a) complete a coupon; or
- (b) ask for an entry by quickpick; or
- (c) ask for the person’s registered numbers to be used for the entry.

‘(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

‘(3) An advance sale cannot be used for a multiweek entry.

‘Quickpick

‘12.(1) To enter a drawing of oz lotto by a quickpick, a person—

- (a) must ask for a quickpick; and
- (b) must specify whether the entry required is the equivalent of a standard, system or multiweek entry; and
- (c) need not complete a coupon.

‘(2) Subsections (3) to (6) set out the types of quickpick.

‘(3) A mini quickpick contains 6 entries.

‘(4) A standard quickpick contains 12 entries.

‘(5) A super quickpick contains 18 entries.

‘(6) A system quickpick is a system entry by quickpick.

‘(7) The minimum number of entries for which a coupon may be completed for a system 7 entry by quickpick is 2.

‘PART 3—DRAWING OZ LOTTO

‘Drawing the numbers

‘13.(1) A person who conducts a drawing of oz lotto must cause to be drawn from the drawing equipment 8 numbered balls consisting of—

- (a) the first 6 balls—the winning numbers; and
- (b) the other 2 balls—the supplementary numbers.

‘(2) A numbered ball is taken to be drawn from the drawing equipment when the ball rests in the horizontal display section of the drawing equipment.

‘Winning selections for each prize division

‘14.(1) There are 5 prize divisions in each drawing of oz lotto.

‘(2) The prize winners in a division are the subscribers whose selections of numbers match the winning selection for the division.

‘(3) The following are the winning selections for each division—

- (a) division 1—all 6 winning numbers;
- (b) division 2—any 5 winning numbers and 1 supplementary number;
- (c) division 3—any 5 winning numbers;
- (d) division 4—any 4 winning numbers;
- (e) division 5—any 3 winning numbers and 1 supplementary number.

‘(4) Division 1 is the highest division and division 5 is the lowest division.

‘Only 1 prize for each entry

‘15. A standard entry in a drawing of oz lotto cannot win a prize in more than 1 division.

Example—

If a person has the 6 winning numbers for division 1, the person has not won division 3 merely because 5 winning numbers needed for a division 3 prize are included in the 6 winning numbers for division 1.

‘PART 4—DISTRIBUTION OF PRIZE POOLS

‘Bonus prize reserve

‘16. Not more than 3.5% of the total subscriptions for a drawing of oz lotto may be put aside to accumulate as part of a bonus prize reserve.

‘Distribution of net prize pool

‘17.(1) The net prize pool for a drawing of oz lotto must be distributed as follows—

- division 1—40%
- division 2—6%
- division 3—11%
- division 4—19%
- division 5—24%.

‘(2) The prize pool for a division of a drawing must be divided in equal shares amongst the winners in the division.

‘(3) Despite subsection (1), the amount of a prize distributed, other than in division 1, may be rounded to the nearest sum consisting of a multiple of 5 cents.

‘(4) Amounts deducted from, or added to, prizes in rounding under subsection (3) must be added to, or deducted from, the division 1 prize pool.

‘(5) Despite subsection (1), the corporation may guarantee a minimum prize payout for division 1 in a drawing.

‘Jackpot of division 1 prize pool

‘18.(1) If there is no division 1 prize winner for a drawing, the amount of the prize pool available for distribution to division 1 winners jackpots by the addition of the amount to the division 1 prize pool in the next drawing.

‘(2) The division 1 prize pool in a drawing may jackpot under subsection (1) 24 times.

‘(3) If there is no division 1 prize winner in the 25th drawing, the total of the jackpot prize pool and the division 1 prize payable for the 25th drawing must be added to the prize pool available for distribution to winners in division 2 in the 25th drawing.

‘(4) If subsection (3) applies, the prize pool must be treated as division 1 prize money for the purpose of making a claim.

‘Divisions 2–4 prize pool to be added to pool for next lower division

‘19.(1) If there is no winner in division 2, 3 or 4 in a drawing, the amount of the prize pool available for distribution to winners in the division must be added to the prize pool available for distribution to winners in the next lower division.

‘(2) If there is no winner in division 5 in a drawing, the prize pool available for distribution to winners of division 5 must be added to the bonus prize reserve.

‘Guaranteed minimum prize payout for division 1

‘20.(1) This section applies if—

- (a) a minimum prize payout in division 1 in a drawing has been guaranteed; and
- (b) there is not enough money in the division 1 share of the prize pool and the bonus prize reserve for the payout.

‘(2) The corporation must make available the shortfall for the payout from the corporation’s own funds.

‘(3) However, if there is no winner in division 1, the amount made available from the bonus prize reserve or by the corporation under subsection (2) must not be used to decide the amount of a jackpot prize pool

for a subsequent drawing.

‘(4) The corporation may reimburse itself from the bonus prize reserve for money made available by it under subsection (2).

‘PART 5—TRANSITIONAL

‘Transitional provision for ending oz lotto under Lotto (Oz Lotto) Rule 1994

‘21. An entry purchased under the *Lotto (Oz Lotto) Rule 1994* before the commencement for a drawing of oz lotto happening after the commencement is taken to be an entry purchased under this rule for a drawing of oz lotto under this rule for the drawing date for which the entry was purchased.

‘APPENDIX 6.1**‘EQUIVALENT NUMBER OF ENTRIES**

sections 8(3) and 9(3)

OZ LOTTO**EQUIVALENT NUMBER OF ENTRIES**

Entry Type	Quickpick	Equivalent Entries
1 Panel	NO	1
2 Panel	NO	2
3 Panel	NO	3
4 Panel	NO	4
5 Panel	NO	5
6 Panel	YES	6
7 Panel	NO	7
8 Panel	NO	8
9 Panel	NO	9
10 Panel	NO	10
11 Panel	NO	11
12 Panel	YES	12
18 Panel	YES*	18
5 With the Field	YES	40
4 With the Field	YES	820
System 7	YES	7
System 8	YES	28
System 9	YES	84
System 10	YES	210
System 11	YES	462
System 12	YES	924
System 13	YES	1716
System 14	YES	3003
System 15	YES	5005
System 16	YES	8008
System 17	YES	12376
System 18	YES	18564
System 19	YES	27132
System 20	YES	38760
* 18 Panel available only as Super Quickpick		

‘APPENDIX 6.2

‘SYSTEM PRIZE COMBINATIONS

sections 8(4) and 9(4)

OZ LOTTO

SYSTEM PRIZE COMBINATIONS

[illegible]

‘SCHEDULE 7

‘INSTANT SCRATCH-ITS

section 2(2)

‘PART 1—PRELIMINARY

‘Conduct of, and prizes in, instant scratch-its

‘1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as instant scratch-its.

‘Definitions

‘2. In this schedule—

“advertised” means advertised by notice published in a newspaper circulating generally in the State.

“game specifications” means matters approved by the Minister under section 5(2) and matters approved by the corporation under section 5(3).

“instant drawing” means a drawing described in section 10(1).

“instant prize” means a prize that is known to be won when the matter printed in a game panel or panels on the ticket is exposed.

“instant scratch-its” means a lottery in which—

- (a) instant prizes are decided; and
- (b) additional prizes may be decided in a secondary drawing or in another way decided by the Minister.

“major prize” is a prize of a value equal to or greater than the amount stated in the game specifications to be a major prize.

“secondary drawing”, for a game, means a drawing—

- (a) that uses tickets or parts of tickets from the instant drawing for

the game; and

(b) for which a ticket holder in the instant drawing becomes eligible.

“ticket” means a ticket that is an entry in instant scratch-its.

“VIR number” is the number that is exposed on a ticket when the panel marked ‘VOID IF REMOVED’ is scratched.

‘Computer system

‘3. The computer system may be used to confirm that the VIR number on a ticket that appears to be a winning ticket is the VIR number for a winning ticket for the prize claimed.

‘Agency payment period

‘4. The agency payment period for an instant prize is 1 year after closure of the instant scratch-its.

‘PART 2—PRINTING OF TICKETS

‘Approval of game or type of game of instant scratch-its

‘5.(1) The Minister may approve a game or type of game of instant scratch-its.

‘(2) The Minister’s approval may include the following—

- (a) the number of tickets to be printed;
- (b) the selling price of the tickets;
- (c) the number and value of cash prizes that may be won;
- (d) the number and type of other prizes that may be won;
- (e) whether the game or type of game includes a secondary drawing or another means of deciding prize winners.

‘(3) Additionally, the corporation may approve—

- (a) the number of winning tickets to be printed; and
- (b) the value of a major prize; and
- (c) the security codes for the tickets.

‘Game specifications

‘6. The corporation may enter into an agreement with a ticket printer for the printing of tickets for a game according to the game specifications.

‘Information to be printed on tickets

‘7.(1) The following information must be printed on each ticket—

- (a) the VIR number for the ticket;
- (b) the selling price of the ticket;
- (c) the way in which a ticket holder may decide whether an instant prize has been won.

‘(2) Additionally, the following information may be printed on each ticket—

- (a) the procedure for claiming an instant prize;
- (b) the value of instant prizes that may be paid by an agent;
- (c) if the game includes a secondary drawing—the way in which the ticket holder becomes eligible for the secondary drawing.

‘(3) A ticket must be printed so that it is not possible to decide whether a prize has been won until the matter printed in a game panel or panels on the ticket is exposed.

‘Inspection of tickets

‘8. The corporation must ensure that every contract for printing tickets for instant scratch-its provides that the corporation and the auditor-general may, at any reasonable time—

- (a) inspect any tickets printed; or

- (b) inspect and test procedures, including security procedures, devices or aids used for printing tickets.

‘PART 3—ENTERING AND DRAWING INSTANT SCRATCH-ITS

‘Entering instant scratch-its

- ‘9.(1) A person enters instant scratch-its by asking for a ticket.
- ‘(2) An entry in instant scratch-its is subject to the conditions printed on the ticket.

‘Drawings

- ‘10.(1) An instant drawing for a game of instant scratch-its happens when the tickets for the game are printed in accordance with the game specifications.
- ‘(2) If there is a secondary drawing for the game, the drawing takes place after the instant drawing and in accordance with the game specifications.

‘PART 4—CLAIM AND PAYMENT OF AN INSTANT PRIZE

‘Claiming an instant prize

- ‘11.(1) A person claims an instant prize by—
 - (a) writing the person’s name and address and any other information required and signing in the space provided on the back of a winning ticket; and
 - (b) presenting the ticket to an agent.
- ‘(2) A person claiming an instant prize must not write more than one

name on the ticket.

‘(3) If there is no name and address on a ticket presented to an agent to claim an instant prize, the person who presented the ticket cannot become eligible to be considered for a prize other than the instant prize.

‘Captions are taken to be part of symbols

‘12. For deciding whether a ticket is a winning ticket, a caption to a symbol is taken to be part of the symbol and not a separate symbol.

Example of winning ticket—

1. Statement on ticket—

SCRATCH THE PANEL. FIND 3 IDENTICAL NUMERICAL SYMBOLS
AND WIN THE PRIZE.

2. Panel on ticket—

7
SEVEN

1
ONE

3
THREE

7
SEVEN

4
FOUR

7
SEVEN

The ticket is a winning ticket because, and only because, the numerical symbol ‘7’ appears on the panel 3 times, and not because the caption ‘SEVEN’ appears on the panel.

Example of non-winning ticket—

1. Statement on ticket—

SCRATCH THE PANEL. FIND 3 IDENTICAL NUMERICAL SYMBOLS
AND WIN THE PRIZE.

2. Panel on ticket—

7
SEVEN

1
ONE

3
THREE

6
SIX

4
FOUR

6
SIX

The caption 'SIX' merely provides confirmation of the numerical symbol appearing immediately above it. The caption is taken to be part of the representation of the numerical symbol '6'. The ticket is not a winning ticket because '6' appears only twice, rather than the 3 times necessary to make the ticket a winning ticket.

'Payment by agent

'13. An agent may pay a prize for a winning ticket only if the amount of the prize is—

- (a) not more than the agent's payment limit; and
- (b) if the amount payable at an agency is stated on the back of the ticket—not more than the amount stated.

'Agent to confirm major prize

'14. An agent must not pay a major prize unless the agent has confirmed with the corporation that the ticket is a winning ticket and the value of the prize won.

'VIR number

'15.(1) The corporation may use the VIR number to find out if a ticket is a winning ticket and the value of the prize won.

'(2) The corporation must use the VIR number to find out if a ticket is a major prize winning ticket.

'Winning ticket not recognised

'16.(1) If a person claiming a prize has a ticket that, on the face of it, is a winning ticket but the computer system does not initially recognise it as a winning ticket, the corporation must investigate why the computer system did not identify the ticket.

'(2) The corporation must start its investigation as soon as practicable and must complete it within 6 months after the claim.

‘Void tickets

‘17.(1) A ticket is void and no prize is payable—

- (a) if the ticket is stolen, unissued, defective, altered or damaged, produced in error or is a duplicate of a ticket already produced, or if any part of the matter printed in the ‘VOID IF REMOVED’ panel on the ticket is exposed; or
- (b) in any other circumstances printed on the ticket or advertised by the corporation.

‘(2) Despite subsection (1), a prize may be paid if the corporation, having regard to all the circumstances, is satisfied that it is reasonable and appropriate to pay.

‘Instant prizes

‘18.(1) An instant prize may be 1 or more of the following—

- (a) cash;
- (b) a thing of value awarded as a prize;
- (c) an instant scratch-its ticket;
- (d) an entry in another lottery;
- (e) the right to be considered for another cash prize or thing of value awarded as a prize.

‘(2) A person with the right mentioned in subsection (1)(e) is entitled to be included in either—

- (a) a secondary drawing; or
- (b) another means of deciding prizewinners, approved by the Minister.

‘PART 5—SECONDARY DRAWING

‘Selecting the winning tickets in a secondary drawing

‘19.(1) A person who conducts a secondary drawing must select the winning tickets at random.

‘(2) The selection method may consist of or include the use of mechanical, electronic or other types of devices or aids.

‘PART 6—PAYMENT OF PRIZES IN A SECONDARY DRAWING

‘Notice to prize winners

‘20.(1) The corporation must give written notice to the person whose name and address are written on a winning ticket.

‘(2) The notice may require the person to complete a claim form to claim the prize.

‘Payment of prizes in a secondary drawing

‘21.(1) The corporation may send a cheque for a prize in a secondary drawing to the address shown on the winning ticket or the claim form for the winning ticket.

‘(2) A cheque drawn in payment of a prize may be made payable only to the person whose name is written on the ticket.

‘(3) The corporation may wait 14 days after the secondary drawing before paying prizes but must pay the prizes as soon as practicable after that time.

‘PART 7—TRANSITIONAL

‘Transitional provision for ending instant scratch-its under Instant Casket Rule 1984

‘22. An entry purchased under the *Instant Casket Rule 1984* before the commencement for an instant prize decided or a secondary drawing happening after the commencement is, after the commencement, taken to be an entry purchased under this rule for an instant prize decided or a secondary drawing under this rule.

‘SCHEDULE 8**‘GOLDEN CASKET**

section 2(2)

‘PART 1—PRELIMINARY**‘Conduct of, and prizes in, golden casket**

‘1. This schedule provides more detail about the conduct of, and prizes in, the lottery known as golden casket.

‘Definitions

‘2. In this schedule—

“approved schedule” means the schedule approved by the Minister under section 15.

“drawing equipment” means the electronically operated machine designed and used to select, at random and one at a time, the winning numbers in a drawing of golden casket.

“gift coupon” means a coupon that allows for a prize to be claimed by a person other than the person who entered the drawing.

“multidraw entry” means an entry for 2 or more consecutive drawings starting with the next drawing after the purchase of the entry.

“net prize pool”, for a drawing of golden casket, means 65% of the total subscriptions for the drawing less any amount put aside as a bonus prize reserve.

“share” means one of at least 2 parts into which a ticket may be divided.

“standard entry” means the type of entry explained in section 6.

“ticket” means a ticket that is an entry in golden casket.

“ticket number” means the number generated and printed in accordance with section 11(1)(b).

‘Agency payment period

‘3. The agency payment period for golden casket is the first 8 weeks after a drawing.

‘PART 2—ENTERING A DRAWING OF GOLDEN CASKET

‘Objective in entering

‘4. The objective in entering a drawing of golden casket is to match the ticket number on the person’s subscription receipt with a winning number generated by the drawing equipment.

‘Completing a coupon

‘5. A mark made on a coupon to enter a drawing must be made in dark blue or black non-erasable ink.

‘Standard entry

‘6. A person completes a standard entry in a drawing of golden casket by asking for an entry.

‘Multidraw entry

‘7. A person completes a multidraw entry in a drawing of golden casket by asking for a multidraw entry for a specified number of drawings.

‘Advance sale

‘8.(1) To enter a drawing of golden casket by an advance sale, a person

must nominate the number of the drawing for which the entry is required.

‘(2) The drawing nominated must not be more than 11 drawings after the date of purchase of the entry.

‘(3) An advance sale cannot be used for a multidraw entry.

‘Gift coupon

‘9.(1) A person completes a gift coupon for an entry in golden casket by marking the gift purchase square on the coupon with an ‘X’.

‘(2) A person who completes a gift coupon for an entry must pay the gift coupon fee, of not more than 50 cents, decided by the corporation.

‘(3) A player registration card cannot be used to enter a drawing by completing a gift coupon.

‘Shares

‘10.(1) The corporation may decide the number of shares into which a ticket may be divided.

‘(2) A person may enter a drawing of golden casket by purchasing a full ticket or a share in a ticket.

‘PART 3—PROCESSING A COUPON

‘Processing a coupon

‘11.(1) An agent who processes a subscriber’s coupon for an entry in a drawing of golden casket must use a gaming terminal to—

- (a) print, on the coupon, the following information—
 - (i) the prize structure for the drawing;
 - (ii) if the entry is not for a full ticket—the share; and
- (b) generate and print a number on the coupon.

‘(2) A person who enters a drawing of golden casket may choose

whether the ticket number generated in accordance with subsection (1)(b) is—

- (a) the next available ticket number for the drawing; or
- (b) a number chosen by the person from the numbers available for the drawing.

‘(3) The information required under subsection (1) is in addition to the information required under section 11 of the rule to be printed on the coupon.

‘Same ticket number generated for more than one coupon

‘12.(1) If a particular ticket number is generated for more than one coupon in a drawing, the corporation must—

- (a) cancel the ticket number for each coupon other than the first coupon processed; and
- (b) generate, by using a gaming terminal, a replacement ticket number, for the same drawing or a future drawing, for each coupon for which the ticket number has been cancelled.

‘(2) If the corporation is unable to advise the ticket holder of the cancellation and replacement ticket number, the corporation must still generate the replacement ticket number and hold it for the ticket holder.

‘PART 4—DRAWING GOLDEN CASKET

‘Drawing the numbers

‘13. A person who conducts a drawing of golden casket must cause the drawing equipment to generate the winning numbers required for the approved schedule for the drawing.

‘PART 5—DISTRIBUTION OF PRIZE POOLS

‘Bonus prize reserve

‘14. Not more than 5% of the total subscriptions for a drawing of golden casket may be put aside to accumulate as part of a bonus prize reserve.

‘Approved schedule

‘15.(1) The Minister may approve a schedule of prizes for a drawing.

‘(2) The schedule may explain the following—

- (a) how a prize that is a free entry in a future drawing of golden casket can be won;
- (b) if a jackpot is available for the drawing—
 - (i) how the jackpot is to be funded; and
 - (ii) how the jackpot can be won.

‘(3) If there is no winner for the jackpot in a drawing, the amount of the jackpot prize pool is available for distribution to the winner of the jackpot in the next drawing of golden casket that includes a jackpot.

‘(4) There is no limit to the number of times the jackpot prize pool may jackpot under subsection (3).

‘Payout guaranteed

‘16. If there is not enough money in the net prize pool to pay the prizes specified in the approved schedule for a drawing, the corporation must make available the shortfall from the bonus prize reserve.

‘PART 6—TRANSITIONAL

‘Transitional provision for ending golden casket under Golden Casket (On-Line) Rule 1990

‘17. An entry purchased under the *Golden Casket (On-Line) Rule 1990* before the commencement for a drawing of golden casket happening after the commencement is taken to be an entry purchased under this rule for a drawing of golden casket under this rule for the drawing date for which the entry was purchased.’.

Repeals

11. The following instruments are repealed—

- (a) *Instant Casket Rule 1984*;
- (b) *Pools (On-line) Rule 1990*;
- (c) *Golden Casket (On-line) Rule 1990*;
- (d) *Instant Casket (TV Scratch-Its Bonus Game) Rule 1992*;
- (e) *Lotto (Oz Lotto) Rule 1994*.

ENDNOTES

- 1. Made by the Golden Casket Lottery Corporation on 4 December 1996.
- 2. Approved by the Minister on 4 December 1996.
- 3. Notified in the gazette on 6 December 1996.
- 4. Laid before the Legislative Assembly on . . .
- 5. The administering agency is the Treasury Department.